wherein said graphical source code executing in response to the event comprises the graphical source code executing in response to the event during execution of the graphical program, wherein the event is generated during execution of the graphical program.

38. (New) The method of claim 36,

wherein the graphical source code comprises a plurality of interconnected nodes.

39. (New) The method of claim 38,

B1 wherein said associating the graphical source code with the first node comprises:

displaying the plurality of nodes in response to user input; and

interconnecting the plurality of nodes in response to user input.

40. (New) The method of claim 36,

wherein said associating the graphical source code with the first node in response to user input comprises displaying the graphical source code within the first node in response to user input.

41. (New) The method of claim 36, further comprising:

receiving user input specifying one or more events to which the first node corresponds;

wherein the graphical source code is operable to respond to the one or more events to which the first node corresponds.

42. (New) The method of claim 41,

wherein said associating graphical source code with the first node in response to user input comprises associating two or more portions of graphical source code with the first node in response to user input;

wherein each of the portions of graphical source code is operable to respond to one or more of the one or more events.

43. (New) The method of claim 41,

wherein said receiving user input specifying one or more events to which the first node corresponds comprises receiving user input specifying a name of each of the events.

44. (New) The method of claim 41, further comprising:

displaying a graphical user interface dialog;

wherein said receiving user input specifying the one or more events to which the first node corresponds comprises receiving user input via the graphical user interface dialog to specify the one or more events.

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45. (New) The method of claim 36, wherein the event comprises one of:

a user interface event;

a system event;

a timer event.

46. (New) The method of claim 36,

wherein the graphical program has a graphical user interface;

wherein the event comprises a user interface event;

wherein the user interface event is associated with a first user interface element of the graphical user interface.

47. (New) The method of claim 46, wherein the first user interface element comprises one of:

an indicator;

a control;

a menu element;

a window.

48. (New) The method of claim 36,

wherein the graphical program has a graphical user interface;

wherein the event comprises a user interface event;

wherein the user interface event is associated with a user action performed on the graphical user interface.

49. (New) The method of claim 36, further comprising:

executing the graphical program;

generating the event during execution of the graphical program;

wherein said executing the graphical program includes executing the graphical source code in response to said generating the event.

50. (New) The method of claim 36,

wherein the graphical program has a graphical user interface;

B1 wherein the method further comprises:

executing the graphical program;

generating the event during execution of the graphical program, wherein said generating the event comprises generating the event in response to user input to the graphical user interface;

wherein said executing the graphical program includes executing the graphical source code in response to said generating the event.

51. (New) The method of claim 36,

wherein the block diagram of the graphical program comprises a data flow diagram.

52. (New) The method of claim 36,

wherein the block diagram comprises a plurality of interconnected nodes that visually indicate functionality of the graphical program.

53. (New) A memory medium for creating a graphical program, the memory medium comprising program instructions executable to:

display a first node in a block diagram of the graphical program in response to user input; and

associate graphical source code with the first node in response to user input;

wherein the graphical source code is operable to execute in response to an event.

54. (New) The memory medium of claim 53,

wherein said graphical source code executing in response to the event comprises the graphical source code executing in response to the event during execution of the graphical program, wherein the event is generated during execution of the graphical program.

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55. (New) The memory medium of claim 53,

wherein the graphical source code comprises a plurality of interconnected nodes.

56. (New) The memory medium of claim 55,

wherein said associating the graphical source code with the first node comprises:

displaying the plurality of nodes in response to user input; and

interconnecting the plurality of nodes in response to user input.

57. (New) The memory medium of claim 53,

wherein said associating the graphical source code with the first node in response to user input comprises displaying the graphical source code within the first node in response to user input.

58. (New) The memory medium of claim 53,

wherein the memory medium further comprises program instructions executable to receive user input specifying one or more events to which the first node corresponds;

wherein the graphical source code is operable to respond to the one or more events to which the first node corresponds.

59. (New) The memory medium of claim 58,

wherein said associating graphical source code with the first node in response to user input comprises associating two or more portions of graphical source code with the first node in response to user input;

wherein each of the portions of graphical source code is operable to respond to one or more of the one or more events.

60. (New) The method of claim 58,

wherein the memory medium further comprises program instructions executable to display a graphical user interface dialog;

B1 wherein said receiving user input specifying the one or more events to which the first node corresponds comprises receiving user input via the graphical user interface dialog to specify the one or more events.

61. (New) The memory medium of claim 53, wherein the event comprises one of:

a user interface event;

a system event;

a timer event.

62. (New) The memory medium of claim 53,

wherein the graphical program has a graphical user interface;

wherein the event comprises a user interface event;

wherein the user interface event is associated with a first user interface element of the graphical user interface.

63. (New) The memory medium of claim 53,

wherein the graphical program has a graphical user interface;

wherein the event comprises a user interface event;

wherein the user interface event is associated with a user action performed on the graphical user interface.

64. (New) The memory medium of claim 53,

wherein the block diagram of the graphical program comprises a data flow diagram.

65. (New) The memory medium of claim 53,

wherein the block diagram comprises a plurality of interconnected nodes that visually indicate functionality of the graphical program.

B1 Concl.

66. (New) A system for creating a graphical program, the system comprising:

a memory storing program instructions;

a processor coupled to the memory; and

a display device;

wherein the processor is operable to execute the program instructions stored in the memory to:

display a first node on the display device in response to user input, wherein said displaying the first node comprises displaying the first node in a block diagram of the graphical program; and

associate graphical source code with the first node in response to user input;

wherein the graphical source code is operable to execute in response to an event.

REMARKS

Applicant has added claims 36-65 to more fully and completely claim embodiments of Applicant's invention.

CONCLUSION

In light of the foregoing amendments and remarks, Applicant submits the application is now in condition for allowance, and an early notice to that effect is requested.